CLAIMS

1.   An information supply system for a multi-player game comprising:

5   information generation means which generates information used to perform the multi-player game at a predetermined terminal device, wherein variations in a story are based on a selection input by a player;

supply means which supplies the generated information to 10 the terminal device; and

acquisition means which acquires selection input information input by a player through the terminal device,

wherein the multi-player game is an individual selection input type of game wherein different responses are output in 15 correspondence to selection inputs;

wherein the information generation means generates:

first game information allowing a selection input by a first player when an event requiring a selection input by the first player occurs in the game;

20   first response information corresponding to a selection input by the first player acquired by the acquisition means;

second game information allowing a selection input by a second player when an event requiring a selection input by the second player occurs in the game; and

25   second response information corresponding to a selection input by the second player acquired by the acquisition means; and

wherein the supply means supplies:

the first game information to a terminal device operated by the first player;

the second game information to a terminal device operated by the second player; and

the first and second response information to the terminal devices of the first and second players.

2. The information supply system as defined in claim 1, wherein the information generation means causes the generation of an event requiring a selection input by the first and second player, based on the game situation.

3. The information supply system as defined in claim 1, further comprising:

mail generation means which generates notice information notifying receipt of a selection input in electronic mail format, when the acquisition means acquires a selection input by the first or second player,

wherein the supply means supplies the generated notice information as electronic mail to the terminal device operated by the second or first player.

4. The information supply system as defined in claim 1, wherein the acquisition means acquires personal information including identification information of a player and a captured image of a player, through a personal information

input device having input means and capturing means; and

wherein the information generation means uses the acquired personal information to generate the information to be used to perform the multi-player game.

5

5. An information supply system for a multi-player game comprising:

information generation means which generates information used to perform the multi-player game at a predetermined

10 terminal device based on a selection input by a player;

supply means which supplies the generated information to the terminal device; and

acquisition means which acquires selection input information input by a player through the terminal device,

15 wherein the multi-player game is a simultaneous selection input type of game wherein different responses are output in correspondence to selection inputs;

wherein the information generation means generates:

game information allowing selection inputs by first and

20 second players when a predetermined event requiring a selection input occurs in the game; and

response information corresponding to selection inputs by the first and second players acquired by the acquisition means; and

25 wherein the supply means supplies the game information and response information to terminal devices operated by the first and second players.

6.   The information supply system as defined in claim 5, further comprising:

    determination means which automatically determines a content of a selection input when the acquisition means has not acquired any selection input information from a player within a predetermined time,

    wherein the information generation means uses a selection input having a content determined by the determination means to generate the information used to perform the multi-player game.

7.   The information supply system as defined in claim 6,

    wherein the determination means determines a content of a selection input for at least one of the first and second players at random, or by a lottery, or based on any one of the selection input order, time elapsed in a selection input, a time at which a selection input is done, a game score, the state of game progress, and a region to which the first or second player belongs.

8.   A program embodied on an information storage medium or in a carrier wave, and used to supply information that is used to perform a multi-player game at a predetermined terminal device, wherein variations in a story are based on a selection input by a player, the program implementing in a computer:

    information generation means which generates the

45

information used to perform the multi-player game;

supply means which supplies the generated information to the terminal device; and

acquisition means which acquires selection input information input by a player through the terminal device,

wherein the multi-player game is an individual selection input type of game wherein different responses are output in correspondence to selection inputs;

wherein the information generation means generates:

first game information allowing a selection input by a first player when an event requiring a selection input by the first player occurs in the game;

first response information corresponding to a selection input by the first player acquired by the acquisition means;

second game information allowing a selection input by a second player when an event requiring a selection input by the second player occurs in the game; and

second response information corresponding to a selection input by the second player acquired by the acquisition means; and

wherein the supply means supplies:

the first game information to a terminal device operated by the first player;

the second game information to a terminal device operated by the second player; and

the first and second response information to the terminal devices of the first and second players.

9.   The program as defined in claim 8,

wherein the information generation means causes the generation of an event requiring a selection input by the first and second player, based on the game situation.

10.   The program as defined in claim 8, further implementing in a computer:

mail generation means which generates notice information notifying receipt of a selection input in electronic mail format, when the acquisition means acquires a selection input by the first or second player,

wherein the supply means supplies the generated notice information as electronic mail to the terminal device operated by the second or first player.

11.   The program as defined in claim 8,

wherein the acquisition means acquires personal information including identification information of a player and a captured image of a player, through a personal information input device having input means and capturing means; and

wherein the information generation means uses the acquired personal information to generate the information to be used to perform the multi-player game.

12.   A program embodied on an information storage medium or in a carrier wave, and used to supply information that is used

47

to perform a multi-player game at a predetermined terminal device based on a selection input by a player, the program implementing in a computer:

information generation means which generates the information used to perform the multi-player game;

supply means which supplies the generated information to the terminal device; and

acquisition means which acquires selection input information input by a player through the terminal device,

wherein the multi-player game is a simultaneous selection input type of game wherein different responses are output in correspondence to selection inputs;

wherein the information generation means generates:

game information allowing selection inputs by first and second players when a predetermined event requiring a selection input occurs in the game; and

response information corresponding to selection inputs by the first and second players acquired by the acquisition means; and

wherein the supply means supplies the game information and response information to terminal devices operated by the first and second players.

13.   The program as defined in claim 12, further implementing in a computer:

determination means which automatically determines a content of a selection input when the acquisition means has not

48

acquired any selection input information from a player within
a predetermined time,

wherein the information generation means uses a selection
input having a content determined by the determination means
5   to generate the information used to perform the multi-player
game.

14.   The program as defined in claim 13,

wherein the determination means determines a content of
10 a selection input for at least one of the first and second players
at random, or by a lottery, or based on any one of the selection
input order, time elapsed in a selection input, a time at which
a selection input is done, a game score, the state of game
progress, and a region to which the first or second player
15 belongs.